Amendments to the Claims

This listing of claims will replace all prior versions and listings of claims in the application.

Claim 1-21 (canceled).

Claim 22 (currently amended): ~~Electronic~~ An electronic educational game set comprising communicating elements, each having a radio-frequency tag provided with an individual identification code, and a game board comprising a digital processing circuit connected to a plurality of antennas arranged such as to form a sensor matrix for detecting the presence, type and position of the communicating elements, wherein the game board comprises a plurality of radio-frequency readers respectively connected to corresponding input/output terminals of the digital processing circuit, each radio-frequency reader being connected to an associated group of antennas, wherein a multiplexer is disposed between each radio-frequency reader and the associated group of antennas.

Claim 23 (canceled).

Claim 24 (currently amended): The electronic educational game set ~~Set~~ according to claim 22, wherein the board is formed by a removable assembly of a plurality of basic boards each comprising a basic digital processing circuit connected to the antennas of said basic board.

Claim 25 (currently amended): The electronic educational game set ~~Set~~ according to claim 24, wherein each basic board comprises, on three lateral sides thereof, means for electrical and mechanical connection with another basic board.

Claim 26 (currently amended): The electronic educational game set ~~Set~~ according to claim 24, wherein each basic board comprises means for configuring as master board or slave board, only the master board communicating with a display and supervision means.

Claim 27 (currently amended): The electronic educational game set ~~Set~~ according to claim 24, wherein the basic digital processing circuits of the basic boards communicate without wires between one another and/or with an external display and supervision.

Claim 28 (currently amended): The electronic educational game set ~~Set~~ according to claim 22, wherein the communicating elements comprise pieces, figurines, cards or dice.

Claim 29 (currently amended): The electronic educational game set ~~Set~~ according to claim 22, wherein the game board comprises several game zones respectively dedicated to different types of communicating elements.

Claim 30 (currently amended): The electronic educational game set ~~Set~~ according to claim 22, wherein the communicating elements comprise at least one dice, the game board comprising at least one corresponding sensor element arranged in a game zone delineating a space for throwing dice.

Claim 31 (currently amended): The electronic educational game set ~~Set~~ according to claim 30, wherein the dice comprises a radio-frequency tag associated with each of its faces, the different tags of the dice being provided with different identification codes.

Claim 32 (currently amended): The electronic educational game set ~~Set~~ according to claim 30, wherein the dice comprises at least one radiofrequency identification tag, the set comprising selection means for randomly selecting a number and for displaying the selected number on a screen, when the presence of the dice is detected.

Claim 33 (currently amended): The electronic educational game set ~~Set~~ according to claim 22, comprising a removable game mat arranged on the game board and comprising a radio-frequency tag provided with an identification code representative of the corresponding game.

Claim 34 (currently amended): The electronic educational game set ~~Set~~ according to claim 22, comprising a screen enabling a virtual game mat to be displayed on a front face of the game board.

Claim 35 (currently amended): The electronic educational game set ~~Set~~ according to claim 22, wherein the radio-frequency readers emit carrier signals having a frequency of about 14 MHz.

Claim 36 (currently amended): The electronic educational game set ~~Set~~ according to claim 22, wherein the radio-frequency readers emit carrier signals having a frequency of about 125 kHz.

Claim 37 (currently amended): The electronic educational game set ~~Set~~ according to claim 22, wherein each individual code being unique, the set comprises means for storing at least one of the historical account of the characteristics ~~and/or~~ or of the movements of the communicating elements on the game board.

Claim 38 (currently amended): The electronic educational game set ~~Set~~ according to claim 37, wherein the means for storing comprise an external data base accessible via Internet.

Claim 39 (currently amended): The electronic educational game set ~~Set~~ according to claim 37, wherein the means for storing comprise means for storing the historical account associated with a communicating element in a memory of the tag of said communicating element.

Claim 40 (currently amended): The electronic educational game set ~~Set~~ according to claim 22, wherein the game board comprises at least one enter button connected to the digital processing circuit.

Claim 41 (currently amended): The electronic educational game set ~~Set~~ according to claim 22, wherein the game board comprises a cancel button connected to the digital processing circuit.

Claim 42 (currently amended): An electronic ~~Electronic~~ set comprising communicating elements, each having a radio-frequency tag provided with an individual identification

code, and a game board comprising a digital processing circuit connected to a plurality of antennas arranged such as to form a sensor matrix for detecting the presence, type and position of the communicating elements, wherein the game board comprises a plurality of radio-frequency readers respectively connected to corresponding input/output terminals of the digital processing circuit, each radio-frequency reader being connected to an associated group of antennas.

Claim 43 (new): An electronic educational game set comprising communicating elements, each having a radio-frequency tag provided with an individual identification code, and a game board comprising a digital processing circuit connected to a plurality of antennas arranged such as to form a sensor matrix for detecting the presence, type and position of the communicating elements, wherein the game board comprises a plurality of radio-frequency readers respectively connected to corresponding input/output terminals of the digital processing circuit, each radio-frequency reader being connected to an associated group of antennas, wherein each radio-frequency reader and each radio-frequency tag comprise an anti-collision function.